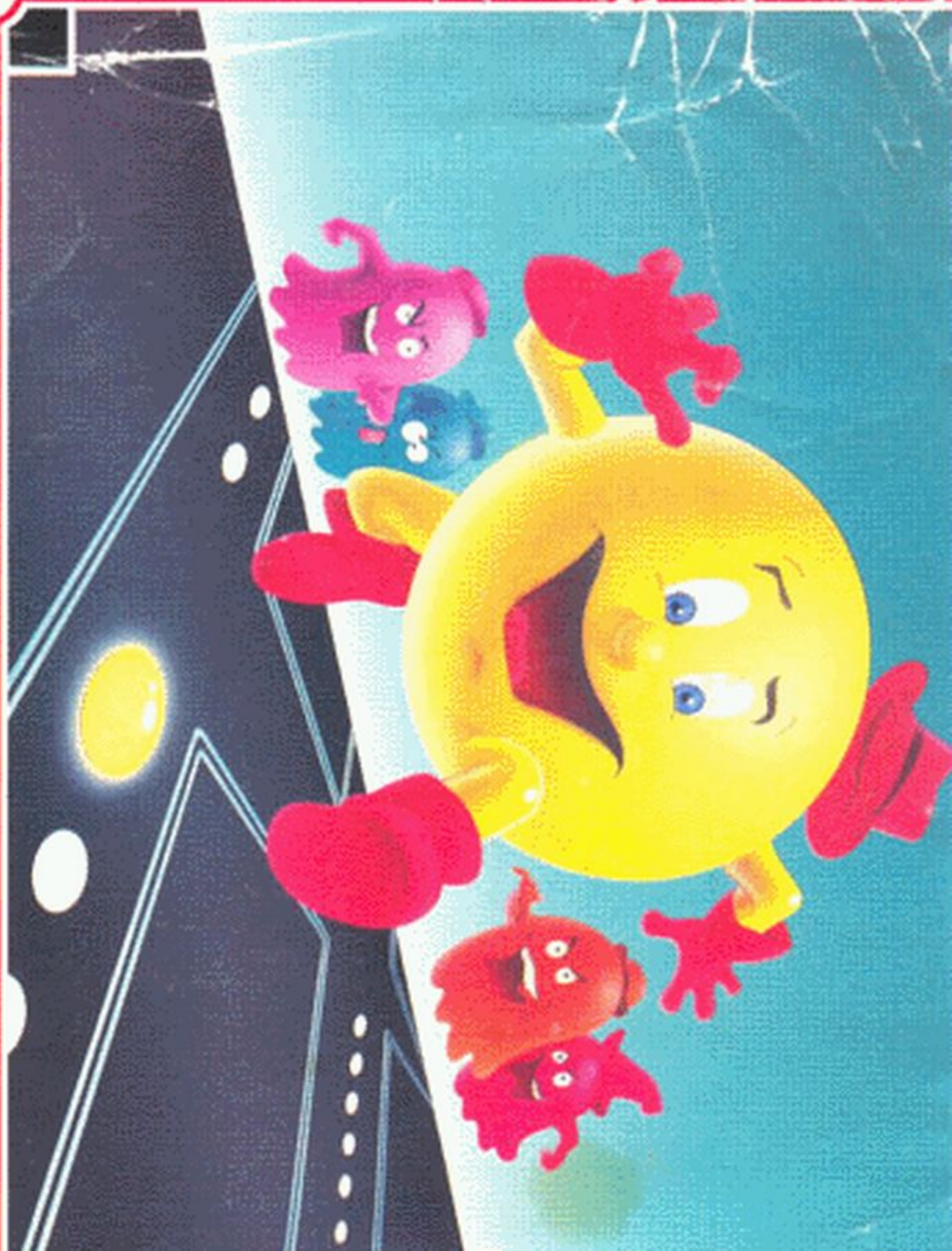
PAC-MAN

INSTRUCTION BOOKLET



TENGEN

MANUFACTURED BY TENGEN

Thank you for selecting Tengen's PAC-MAN for the Nintendo Entertainment System.

OBJECT OF THE GAME/GAME DESCRIPTION

The greatest hit of the decade is finally available on the Nintendo Entertainment System! Now you have the opportunity to guide the world-famous Pac-Man around a challenging maze. Your goal is to have Pac-Man gobble all the white dots and the four ghosts haunting the maze *before* they eat him. But there's a catch: Pac-Man has to eat an "energizer" before he can eat any of the ghosts. To get the maximum number of points, the energized Pac-Man must gobble all four ghosts before he loses his power and becomes edible himself. Remember, once a ghost is eaten, it doesn't stay dead. It comes right back to haunt Pac-Man! Every time you finish a maze by having Pac-Man eat all the dots, a new maze with ever faster ghosts appears to test your skills to the limit. So gobble — or get gobbled!

PRECAUTIONS

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

If you have any problems or questions about playing this game or any of Tengen's games, please call a Tengen game counselor at 408/433-3999 Monday through Friday from 8:30AM - 6:00PM Pacific Time.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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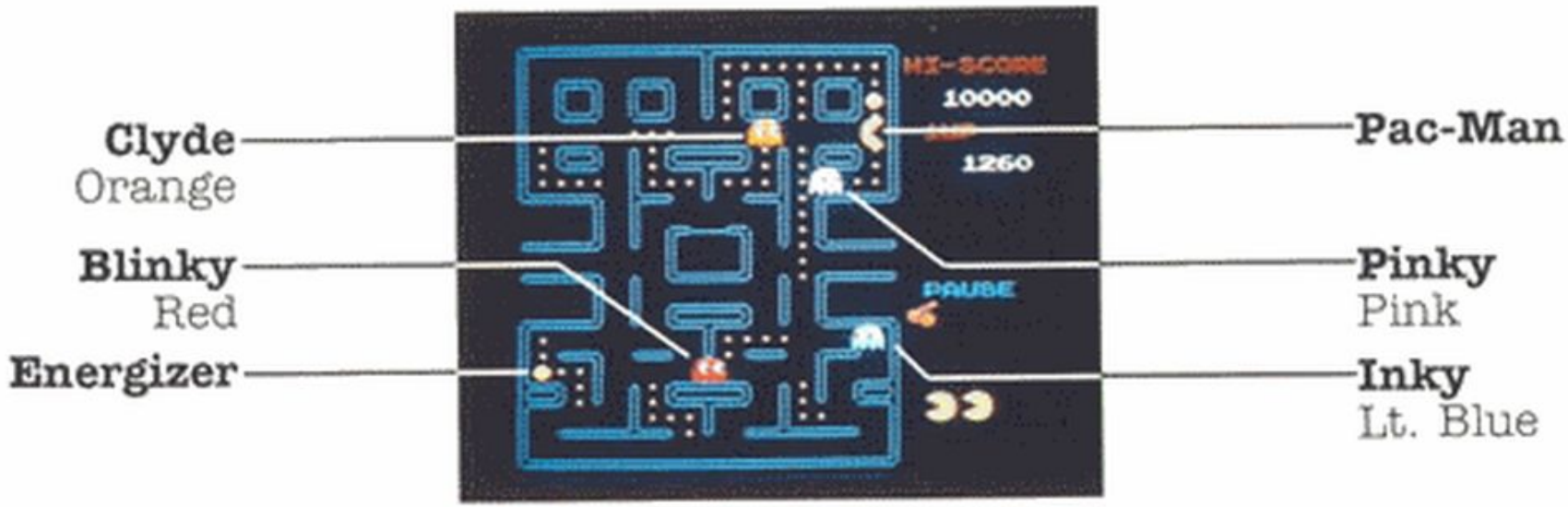
1. INTRODUCTION

The world-famous Pac-Man is making his home entertainment debut with this Tengen game for the Nintendo Entertainment System. As in the familiar arcade game, Pac-Man is intent on eating everything in sight, all the while avoiding being gobbled by the infamous ghosts, *Blinky*, *Pinky*, *Inky*, and *Clyde*.



2. OBJECTIVES

Success in playing Pac-Man is determined by point scores. You may either play against yourself, working to ever improve your own score, or against an opponent to beat his or her score. Points are scored by "eating" (moving over) the objects in Pac-Man's path as he travels through the screen mazes. As one maze is cleared, a new one appears.

The only threat to Pac-Man are the four ghosts. They must either be avoided or eaten. They may only be eaten, however, after Pac-Man has first eaten an "energizer." Then the ghosts will turn blue for a brief period (briefer with each maze) and flee. When they begin to blink, the time in which they may be eaten is almost up.

If you're not quick enough and let Pac-Man run into a ghost while it isn't blue, he will get eaten himself! Fortunately, Pac-Man has three lives at the beginning of the game, so you'll have the opportunity to make this mistake at least twice. However, once all Pac-Man's lives have been used up, the game is over.

3. SCORING

Pac-Man's diet consists of the small dots filling most of the maze; energizers, the four large, blinking dots; fruit, which appears briefly two times in each maze beneath the ghosts' lair; and the ghosts themselves. The more Pac-Man eats, the higher your score will be.

Each dot is worth 10 points.

Each energizer is worth 50 points.

Ghosts are worth more points the more you eat at a single attempt (after a single energizer):

- **1st ghost.....200 points**
- **2nd ghost.....400 points**
- **3rd ghost .....800 points**
- **4th ghost .....1,600 points!**

The fruit bonuses increase in point value with each successive maze:

- **1st maze**
  CHERRY.....100 points each

- **2nd maze**
  STRAWBERRY.....300 points each

- **3rd maze**
  ORANGE .....500 points each

- **etc.**

After scoring 10,000 points you will be awarded an additional life for Pac-Man.

4. CONTROLLER PARTS AND FUNCTIONS

One-player game

In a one-player game, the controller must be inserted into the jack labeled "1" on the game machine.

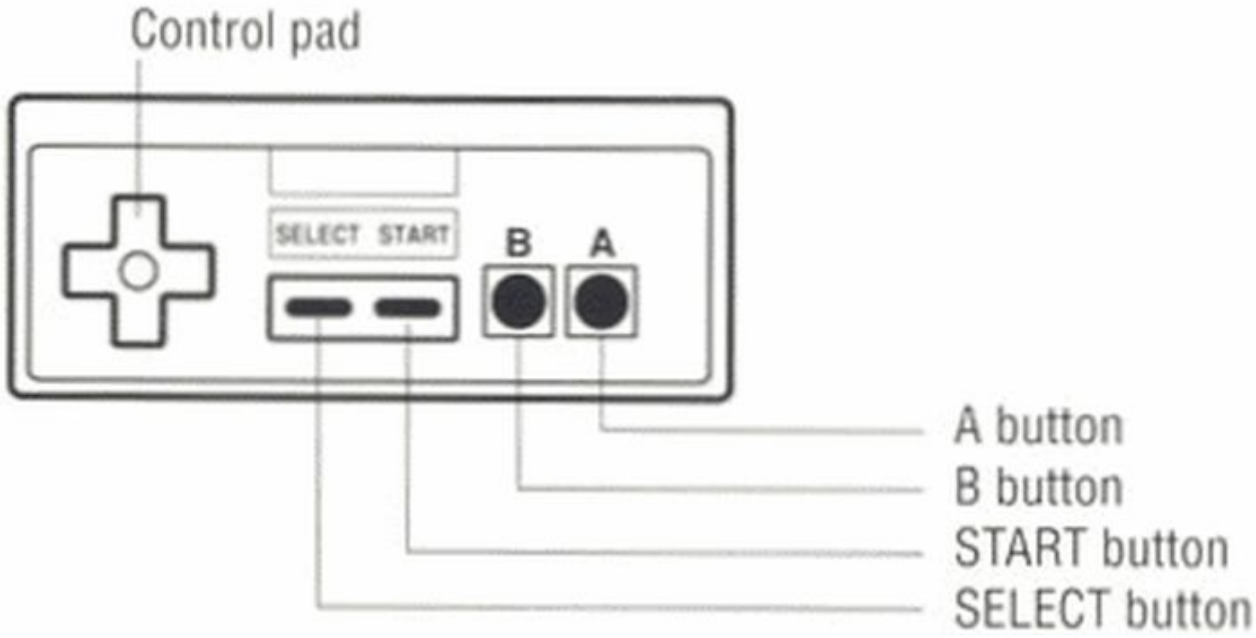
Two-player game

In a two-player game, Player 1 uses the controller inserted into the jack labeled "1" on the game machine. Player 2, likewise, uses the controller inserted into the jack labeled "2." Player 1 is the first to play. Play alternates between the two players, with each turn lasting until the active player's Pac-Man loses a life.

[Select]

At the beginning of play, the select button allows you to choose between a one-player and a two-player game. Press this button to position the screen indicator (a triangle) next to the game type of your choice. This button has no function during game play.

(**Note:** If the game selection screen is not being displayed when you are ready to begin playing, press either the select button or the start button.)



[Start]

After you have selected either a one-player or two-player game, begin the game by pressing the start button. The first maze will appear on the screen, with Pac-Man at the center of the lower half of the maze, poised to begin his meal.

Use the start button during game play to freeze the action temporarily ("pause"). Press this button again to restart the action where you left off.

[Control pad]

All of Pac-Man's movements through the screen mazes are directed by using the control pad. Pressing the right arrow moves Pac-Man to the right, the up arrow moves him up, the left arrow moves him to the left, and the down arrow moves him down.

[A] and [B]

These buttons have no function in this game.

[Reset]

The reset button (on the game machine, not on the controllers) is used to restart in the middle of a game, canceling the game in progress.

5. STRATEGY

It is best to avoid the ghosts until Pac-Man is within reach of an energizer, and as many ghosts as possible (preferably all four) are also within close range. You can attract the ghosts by moving Pac-Man back and forth in one spot (ideally, near an energizer). Once the ghosts converge, eat the energizer and quickly pursue the ghosts. Each ghost eaten in succession doubles in point value!

Eat as many dots as possible while moving about the maze. It is best not to leave isolated dots, as you may be unable to get back to them later in the game; the ghosts will pursue you more quickly the emptier the maze becomes.

Try not to get trapped in portions of the maze where outlets are relatively far apart --- clear these when the ghosts are occupied elsewhere. When you do find yourself closely pursued by ghosts, escape into the "warp tunnel" through the openings at the sides of the maze. While in the warp tunnel, Pac-Man moves

faster than the ghosts. Also note that Pac-Man moves more quickly in sections of the maze that have been cleared than in those still full of dots.

Each of the four ghosts has a slightly different style of pursuit. Study each of them to learn the most effective evasion tactics. Also observe that if all four ghosts are in hot pursuit, and you successfully elude them for a certain amount of time, they will eventually scatter temporarily, then converge again.

6. STATUS INDICATORS

There are a number of status indicators that appear on screen as you are playing Pac-Man.

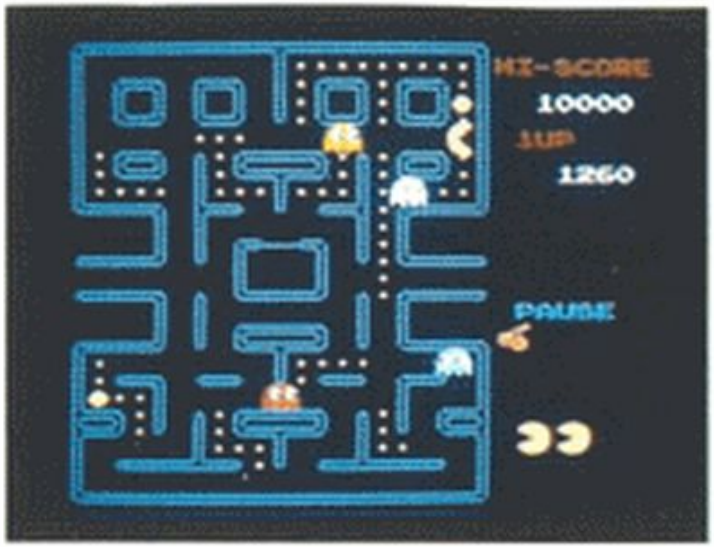
The highest score of the playing session (since the game machine was turned on) is displayed in the upper right-hand corner of the screen.

Player scores are displayed below the high score. Player 1's score is shown under "1up" and Player 2's (if two people are playing) under "2 up." The active player is indicated by a flashing display.

(**Note:** The high score also appears at the top of the game selection screen, flanked by the most recent scores for Player 1 and, if applicable, Player 2.)

The number of Pac-Man lives remaining for the active player is displayed in the form of Pac-Man symbols (1 per life) at the bottom right-hand corner of the screen.

The number of the maze which is being cleared is displayed in the form of fruit symbols (1 per maze), also near the bottom right-hand corner of the screen, above the Pac-Man life symbols.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402, Stock No. 004-000-00345-4.

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